NIGHT STALKER™

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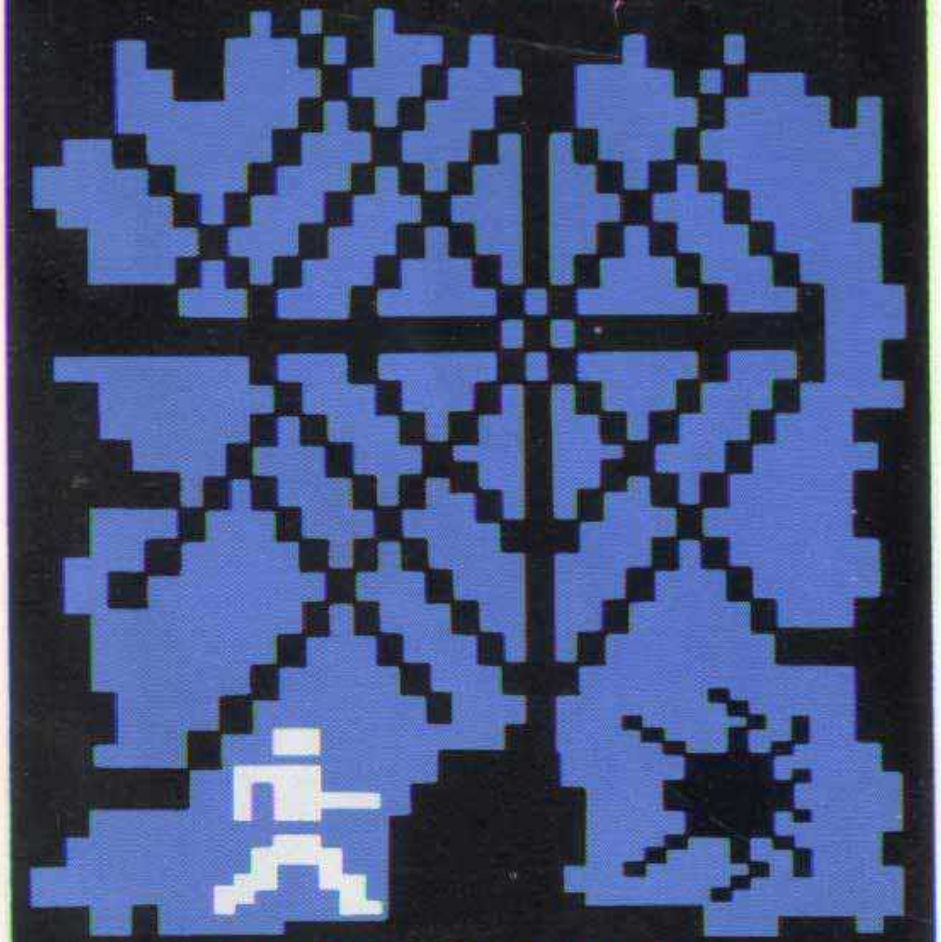
NIGHT STALKER™

CARTRIDGE INSTRUCTIONS

(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

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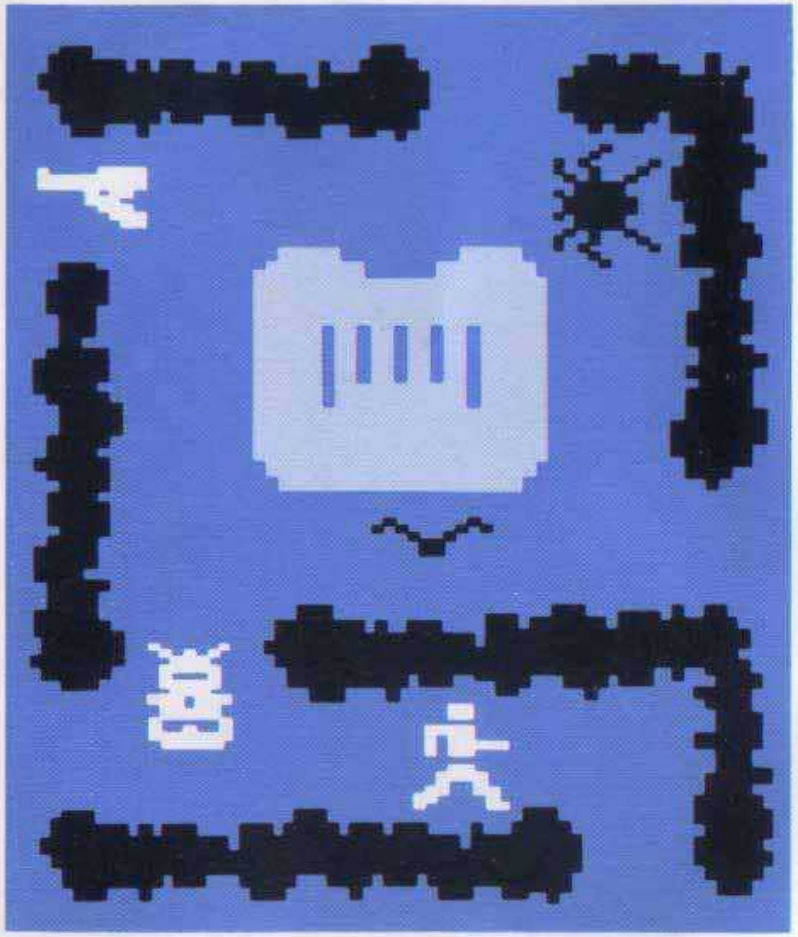
OBJECT OF THE GAME

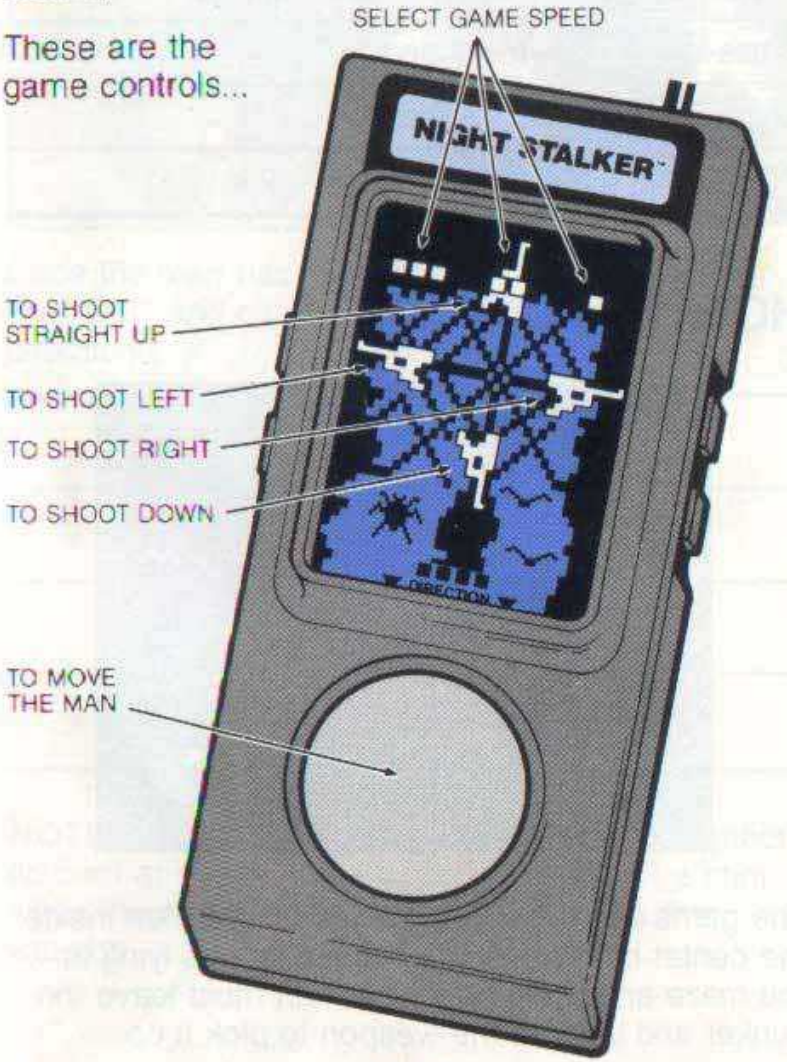
Your man is trapped in the maze. Robots relentlessly track him down. Keep him away from spiders and bats. Watch out for robot fire! React quickly. The key to survival is to destroy them — before they get the man! Rack up as many points as you can! It's you against them...to the end!



YOUR CONTROLS

Slide the NIGHT STALKER™ overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls...



GET READY

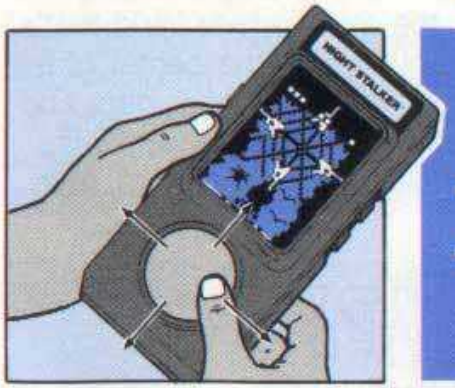
To begin the game, press RESET. You see the NIGHT STALKER™ Title Screen. Now choose your speed:

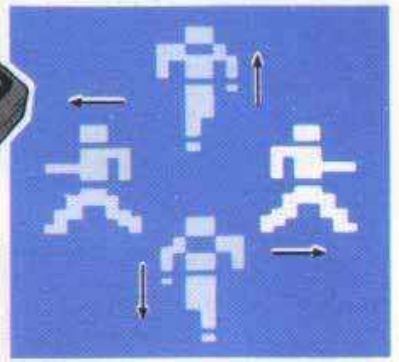
Press	■	for the slowest speed.
Press	■■	for speed 2.
Press	■■■	for speed 3.
Press	DISC	for the fastest speed.

HOW TO PLAY

The game begins immediately, with the man inside the center bunker. His loaded weapon is lying in the maze and is flashing. The man must leave the bunker and land on the weapon to pick it up.

Press the Disc on your hand controller to move the man through the maze. Press the Disc edge in the direction you want the man to go.





Once the man has picked up the weapon, he has six bullets and can now shoot in four different directions.

Press	↑	to shoot straight up
Press	↓	to shoot down
Press	←	to shoot left
Press	→	to shoot right

NOTE: The man can run and shoot, but he cannot do both at once! Also you can only fire off a shot when the man is standing still and he has the weapon.

RULES OF THE MAZE

BUNKER: There is only one safe place for the man to hide...and that's inside the bunker, in the center of the maze. When he's inside, spiders and bats cannot bite him, and the robot's bullets will not harm him (until the Black Robot appears, see page 7).

IMPORTANT: If your man isn't all the way inside the bunker he can be blasted by robot fire!

MAN: You start off with 6 men. Each man can run and shoot, but he cannot do both at once. After one man is shot, the next one appears inside the bunker, and the number of men you have left shows on the screen. Each time you rack up about 10,000 points, you get another man. When your last man is downed by robot fire, the game is over!

WEAPON: The man's main defense in the creature infested maze is his loaded weapon. Each weapon holds six shots, and will drop bats, spiders and robots in their tracks. Remember, you can only shoot when the man is standing still!

IMPORTANT: Time your shots carefully! Once you fire, you cannot shoot again until that bullet disappears from the screen. While his bullet is traveling, the man can run to dodge alien fire.

The man is out of bullets when you see the weapon flashing on the screen. The man must then land on top of the weapon to pick it up.

Occasionally you might have bullets left after you have fired off six shots. When the weapon ran out of amo, the next loaded weapon was placed right where your man was standing and he automatically picked it up. Keep on shooting!

SPIDER: A single menacing spider creeps throughout the maze, ready to bite the man whenever they come in contact. Once the man is bitten, he falls down, paralized for a few seconds. When he's down, he cannot fire his weapon or run. He's vulnerable to robot attack!

To avoid being bitten, fire off a shot. If it hits the spider, he vanishes. But another quickly appears in the spider's web and begins to crawl around. The robot's fire does not zap the spider!

The spider web is a semi-protected area. All the maze creatures and the man can enter the web. Sometimes the bullets from the man and the robot will penetrate the web. Sometimes they will not.

BATS: Two bats, hanging upside down, awaken and wing their way through the pathways of the maze. Either bat can bite the man when they come in contact. The man falls down and is paralized the same as when bitten by a spider. He cannot shoot or move.

After you shoot a bat, or a bat is hit by robot fire, it is replaced by another. But if it isn't a direct hit, he's still there to torment you!

IMPORTANT: The game changes once your score is over 5,000 points. Now when the robot fire or your shot hits a bat, a grey robot takes its place. If both bats get hit, you will have 3 robots and no bats after the man!

ROBOTS: The man's most persistent enemy in the maze is the robot. In the course of the game you will encounter five different types. As your score gets higher, the robots become more and more sophisticated. Each new robot has all the characteristics of the previous robot, plus new features.

All robots fire at the man! They have unlimited ammunition. Their shots are the same as the man's... only one bullet shows on the screen at a time.

When the man's bullet hits a robot, he explodes. Then quickly, another robot replaces him. Robots always enter the maze at the lower left corner.

Now let's take a look at these adversaries:

Grey Robot: This robot is slow on the attack. He patrols the maze at random, shooting only when he sees the man. After 5,000 points, when a bat is shot, this robot takes its place in the maze!

Blue Robot: After 5,000 points, a blue robot appears on the screen. He's more determined to track the man wherever he goes! He's hard to lose!

White Robot: After 15,000 points, the white robot appears and aggressively seeks out the man. The white robot's shield protects him from the man's bullets. It takes 3 bullets to penetrate the shield and blow this robot away!

Black Robot: After 30,000 points, the black robot appears and advances with power! He is capable of firing white "energy bolts" that absorb the man's bullets on contact.

After 50,000 points, this robot shoots yellow "energy bolts". These can now crash into the bunker and slowly wear it away. Once the bunker is gone, there's no safe place for the man to hide.

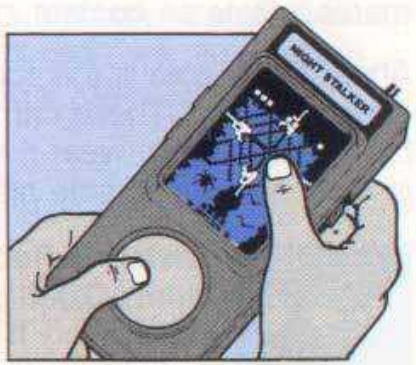
Invisible Robot: He's in the maze after 80,000 points, and is the ultimate aggressor! It's a sneak attack! His bullets are visible. That's your only clue about where he is!

SCORING

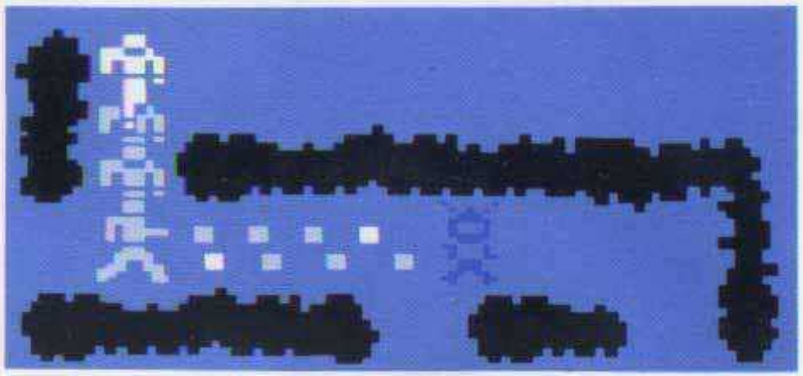
	Destroy a spider and it's 100 points.
	Destroy a bat and it's 300 points.
	Destroy the grey robot and it's 300 points.
	Destroy the blue robot and it's 500 points.
	Destroy the white robot and it's 1000 points.
	Destroy the black robot and it's 2000 points.
	Destroy the invisible robot and it's 4000 points.

STRATEGY TIPS

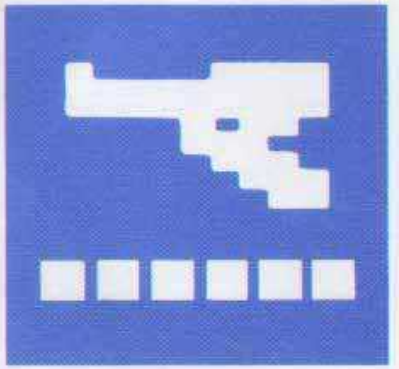
Place one hand on the Disc and the other on the keypad, ready to move the man or fire bullets at all times!

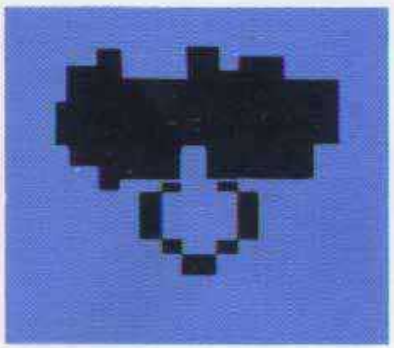


Once an aggressive robot is after the man, lay in wait at corners and intersections. When the robot advances, get off a shot and quickly retreat!



For the white, black and invisible robots, it's helpful to count your bullets. Try to use your last bullet to blast the robot. This gives you some time to run and pick up the weapon while the next robot enters the maze.





Knock off sleeping bats for quick points!